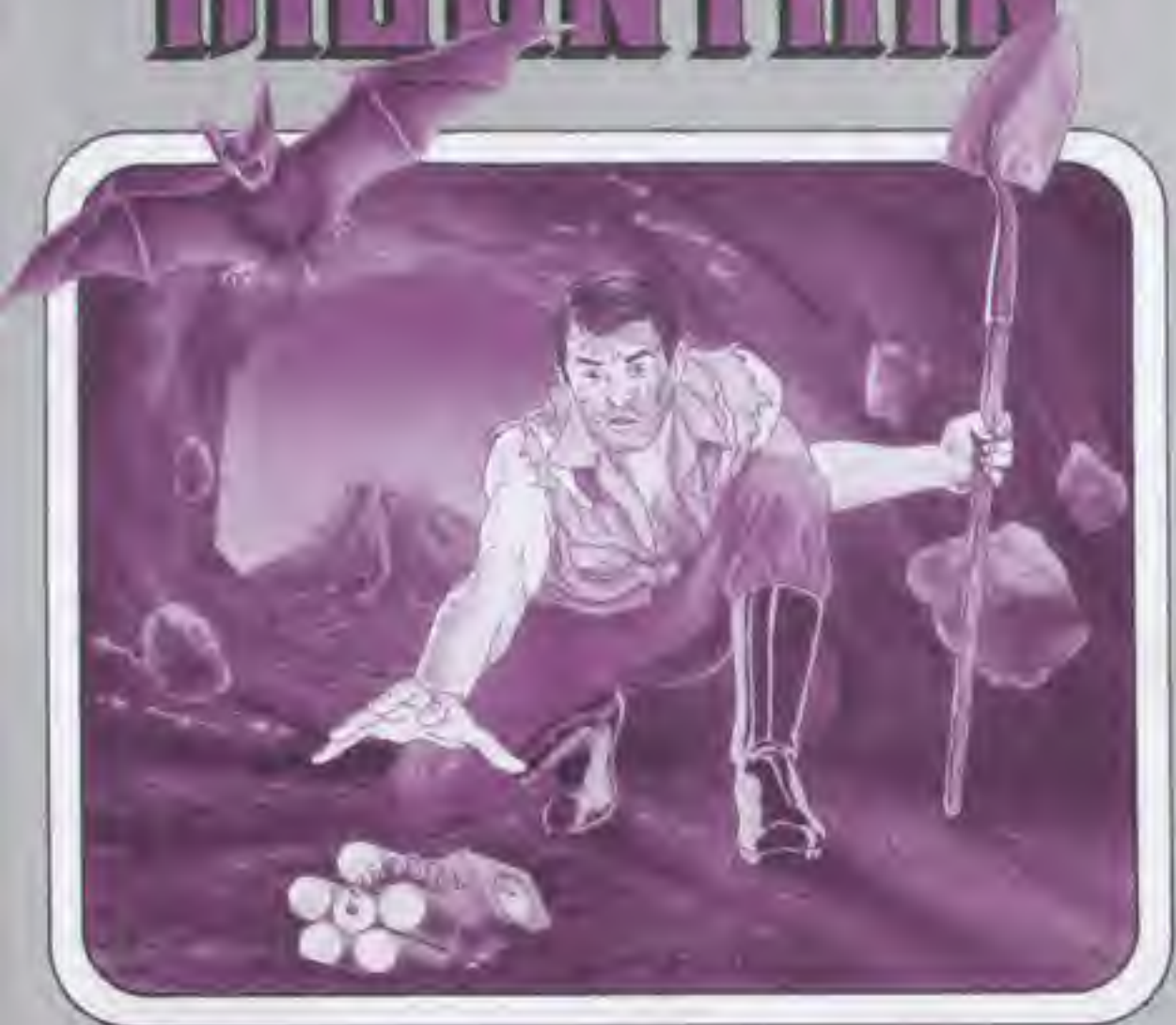


CRISIS MOUNTAIN™



Program ©1983 by David H. Schroeder

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Adaptation by Lloyd Ollmann, Jr.

CRISIS MOUNTAIN

INTRODUCTION

Crisis Mountain is a strategic, arcade action game. Every time you play, the game is different. There are two different cavern scenes and increasingly difficult levels of play.

To start playing, insert cartridge and turn on your Commodore 64. Insert joystick into Port 2. Start game by pressing the joystick button.

SCENARIO

A terrorist organization has been hiding in the caverns of a supposedly extinct volcano in the Pacific Northwest. When the volcano became partially active the terrorists quickly moved out, leaving behind them a number of bombs and their supplies and loot. You have volunteered to risk your life by entering the dark caverns of the mountain and digging up and defusing the bombs. You must avoid the flying rocks, debris, and molten lava as you scurry through the caverns. While in the tunnels you should try to recover the loot, gun caches, boxes, etc. that the terrorists have left behind. The bombs are ticking away and you have many levels to clear, so hurry before the entire West Coast is blown to bits!

CONTROL OF MOVEMENT

Insert joystick into Port 2.

Use the joystick to control your horizontal movement and posture as follows:



While upright, pressing the joystick button will make you jump.

While crawling—and when kneeling over an active bomb—pressing the button will make you dig. Keep digging to render a bomb 'SAFE.'

(NOTE: Shift lock button on the keyboard must be in the 'up' position for joystick to work properly.)

Hit any key to freeze the game. Then hit any key to resume play.

Hit RESTORE key firmly to restart game at any time.

SCORING

The object of the game is to advance from Level 1 on up by deactivating the bombs in a scene before they explode. Bonus Runs are accumulated during play and you must emerge from the Bonus Runs with at least one man alive to continue.

A scoreboard will appear in either the right or left hand corner of your screen, depending on the level you are on. The top row reveals your Total Score, the next row reveals the time accumulated for the Bonus Run, and the third row shows your strength and how many men remain alive. (You start with three.)

Strength is measured by 1, 2, or 3 points. You begin with a strength of 3 which is reduced by collisions with rocks. Hitting a white rock of any size reduces your strength by 1 point. Red hot lava rocks reduce it by 2 points. You will die instantly if you fall into the pits of boiling lava or if you are bitten by BERTRUM, the crazed radioactive BAT.

At a strength of:

- 3 You are fully healthy
- 2 You can stand and move, but slowly
- 1 You can only stand briefly before collapsing
- 0 You leave this earth

With a strength of 1 or 2, you will gradually "heal" one point at a time (if you can avoid further injury) until you are back to full strength of 3.

If you die of any of the above causes, your next man (if one is left) will inherit the situation as you left it in your previous "life."

If any bomb clock reaches 00, the mountain will explode, and you will expire. The next man (if one is left) will begin play on the same level, but with a fresh set-up of supplies and bombs.

BONUS RUNS






As you dig up each bomb, the time remaining on the bomb clock at the moment you defused it is added to the BONUS TIME. When you clear all the bombs from the scene your BONUS RUN begins. You must emerge from the BONUS RUN with at least one man alive to advance to the next level of play. In the BONUS RUN you are free to collect supplies and loot until:

- A) The BONUS TIME runs out
- B) You are hit by a rock
- C) You die in the lava or are bitten by BERTRUM the BAT

Unless your BONUS RUN has been cut off by death, the same man will then begin play in the next level.

EXTRA POINTS

Points are awarded for capturing supplies hidden by the terrorists in the mountain caverns.

		BOX		300 POINTS	
SHOVEL		100 POINTS	STAR		400 POINTS
WAND		200 POINTS	NOVA		1,000-5,000 POINTS

If you clear the scene of all the secret supplies at any time (during the regular play or the BONUS RUN), you have entered the NOVA MODE, in which first one NOVA will appear worth 1,000 points. If you clear the first NOVA, two more will appear worth 2,000 points each. Clearing these two will result in three NOVAE worth 3,000 points each, then four NOVAE worth 4,000 points each, then five NOVAE worth 5,000 points each. Note that if you have dropped the Shovel, it must be recovered to clear the scene of supplies.

Points are also awarded:

For jumping rocks — small = 100 points

medium = 200 points

large = 400 points

For digging bombs — without Shovel = 10 points

with Shovel = 100 points

For defusing bombs — 1 point per second left on bomb clock

During BONUS RUN — 10 points per BONUS RUN second played successfully

HINTS

The Shovel digs the bombs four times faster than digging by hand. You will drop the Shovel if hit by a rock or bitten by BERTRUM.

To defuse some of the bombs you must crawl around the molten lava or wrap around the cavern scene (i.e., crawl off the left side of the scene to reappear on the right side).

The game begins with three lives. BONUS lives are awarded at 10,000, 30,000, and 50,000 points.

